

LIGHTHOUSE

THE DARK BEING



S I E R R A®

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Lighthouse

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omanticized for centuries, the lighthouse is a beacon of hope for travelers on the unforgiving sea. Its light and foghorn guide the helmsman away from danger, warning of icy reefs on jagged rocks. A lighthouse architect creates each structure as a unique monument to man's relationship with the sea. Combining pragmatism with fancy, a lighthouse stands sentinel on the desolate coast, readily lending itself to a romantic's imagination. A lighthouse symbolizes strength, duty, and care. It may also represent solitude and loneliness, even madness.

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INSTALLATION**Windows® 95 Installation**

1. Start Windows® 95.
2. Insert the *Lighthouse* disk into your CD-ROM drive.
3. Follow the on-screen instructions.

Windows® 3.1+

1. Start Windows®.
2. Insert the *Lighthouse* disk into your CD-ROM drive.
3. From the [File] menu, select [Run].
4. Type "D:\SETUP.EXE" and press [ENTER] or click OK.
(Where "D" represents the name of your CD-ROM drive.)
5. Follow the on-screen installation instructions.

MS-DOS

1. Insert the *Lighthouse* disk into your CD-ROM drive.
2. At the DOS prompt, type "D:" and press [ENTER].
(Where "D" represents the name of your CD-ROM drive.)
3. Then type "CD\\" and press [ENTER].
4. Then type "INSTALL" and press [ENTER].
5. Follow the on-screen installation instructions.

Macintosh

Installing the Game

1. Insert the *Lighthouse* disk into your CD-ROM drive.
2. Drag the folder named *Lighthouse* to your hard drive.

Installing System Files

1. Open the IMPORTANT System Files folder on the game CD.
2. Drag all the items inside this folder to your System Folder.
3. Restart your Macintosh.

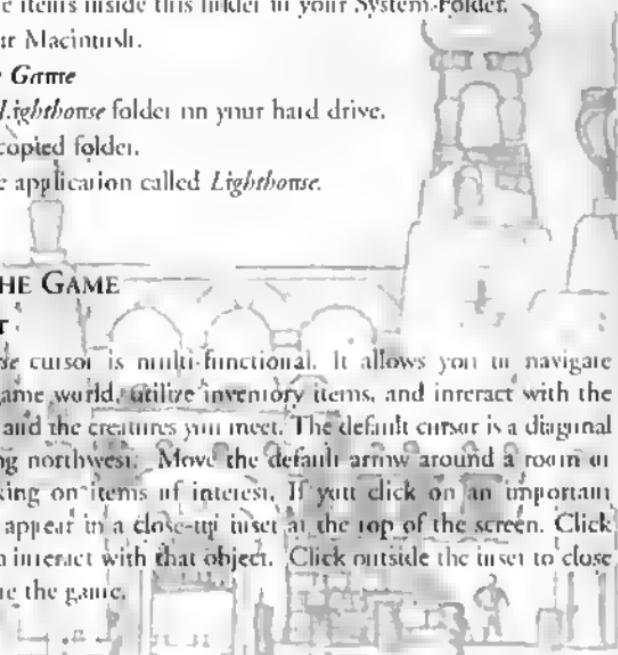
Installing the Game

1. Open the *Lighthouse* folder on your hard drive.
2. Open the copied folder.
3. Launch the application called *Lighthouse*.

PLAYING THE GAME

The Cursor

The *Lighthouse* cursor is multi-functional. It allows you to navigate through the game world, utilize inventory items, and interact with the things you see and the creatures you meet. The default cursor is a diagonal arrow, pointing northwest. Move the default arrow around a room or location, clicking on items of interest. If you click on an important object, it will appear in a close-up inset at the top of the screen. Click on the inset to interact with that object. Click outside the inset to close it and continue the game.



Game Navigation

As you move the cursor around the screen, you'll notice the default arrow changes to show possible directions of movement. Clicking a right-pointing arrow will shift your point of view to the right. A left arrow moves you left, an up arrow lets you look up, and so on. A u-shaped arrow allows you to make a 180-degree turn and look directly behind you. Search for direction arrows carefully, moving the cursor over the entire screen. You never know where one will pop up!

Early in the game, you'll discover a compass. Click on it to bring up a close-up inset. The compass needle always points north. The top of the compass indicates the direction you're facing. You can use the compass as a navigation aid throughout most of the game. If you want to put the compass away, click on its icon in the inventory panel.

Inventory

Items of interest often find their way into your inventory after you've clicked on them. The panel beneath the game screen holds up to four usable objects at a time. Your bag (found at the beginning of the game) automatically stores the extra items.

To use a stored item, you must first place it in the active inventory panel. To do so, click on the bag with the default arrow to see all your stored items. Click on the item you want to remove from the bag. The selected item becomes your cursor. Now click on one of the four items in the



inventory panel. The selected item goes into the panel and the replaced item goes into the bag. Close the bag by clicking on it. Now you can access the selected item from the panel. You can organize your inventory any way you like, placing your frequently used items in the panel.

Inventory items can be used in the main game window or in an inset. To use an inventory item, click on it in the inventory panel. Your cursor changes to a smaller version of that item. Click again to use the item on an object or creature in the game. To put the item away, click anywhere in the inventory panel. Note that clicking one inventory item on another in the panel will simply cause the two to switch places.

GAME CONTROLS



The *Lighthouse* icon in the lower left corner accesses the control panel. Here you will be able to manage your saved games, quit or start a game, and select your language preference. Each button in the control panel is described below.

Language

Select the English, French (*Français*), or German (*Deutsch*) translation of the game.

New Game

Start a game from the very beginning.

Load Game

Restore a previously saved game from your list of saved games. Note that you'll return to the control menu after you've loaded a game. Click on *Return To Game* to begin game play.



Save Game

Save your game by typing in a unique name for it. Make each saved game's title descriptive of your current situation. It's always a good idea to keep several saved games around, in case you want to return in an earlier position. *Lighthouse* allows up to 20 saved games per directory.

Quit

Quit the game and return to your operating system.

Return to the Game

Select this option to return to the game where you left off.

GAME PLAY

Be advised that the following section contains blairu hints about the game's opening.

Lighthouse begins in the living room of your summer rental, a small, comfortable cottage on the Oregon coast. You see a telephone, a vase, and an ashtray on the desk. This part of the room also contains a lamp and a chair. A framed nature poster decorates one wall. Out the window you catch glimpses of the rocky coast, illuminated by the rotatting beam streaming from the lighthouse on the headland. The night is stormy, with lightning strikes in the distance.

Explore the room by moving the cursor around and clicking on areas of interest. Notice that the default arrow changes into a left arrow when the cursor nears the left edge of the screen. If you click this directional arrow, the scene will shift, revealing more of the room. Check out the box on the desk, then move the chair, open the drawer, and remove the journal. The entries reveal your identity. Listen to the messages on the answering machine to learn more. One of the messages sounds urgent. You'll want to respond to it right away.

Lighthouse is a game of exploration, fantasy, and mystery. Think logically and creatively. Look at each new scene carefully. Click on anything that interests you. If you can't solve a puzzle right away, leave and explore other areas. You never know where you'll find that missing piece. Above all, relax, let your imagination soar, and have fun!

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CompuServe GO SIERRA then go to Hint Connection

America Online Keyword: SIERRA (Sierra Forum)

France Hint Line

Hint Line (33) 1-36-68-4650

Costs 2,19F la minute; tarif en vigueur au 20 mai 1994 (France métropolitaine seulement).

Germany Hint Line

Hint Line (0) 190-51-5616

Kosten 2,3 Pf für 12 sek.

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New Sierra Hint Line:

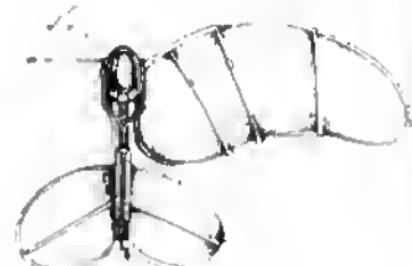
For adventure games released after January 1, 1993. Charged 39p/minute cheap rate, 49p/minute at other times. Maximum call length: 7.5 minutes. Maximum charge cheap rate: £2.93, £3.68 other times. Must have permission of the person who pays the phone bill before calling (line available in the UK only, 24 hours. Requires a touch tone phone).

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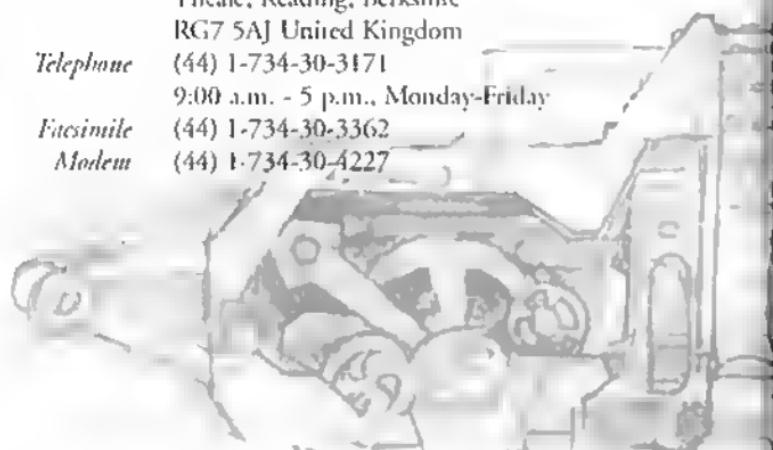
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